

explain why the call was made. Referee 1 should also advise the coach if the call is based on referee judgment, and advise that such calls are not subject to review. Following the explanation, the coach may choose to decline the review. If the review is declined, play will resume immediately. If the coach wishes to continue with the review, the Technical Commissioner, or Table will notify the USQRA Wheelchair Rugby Head Referee. The Head Referee, Technical Delegate (**RAC or BOD member for USQRA**), will meet at the table with Referee 1 and the coach. The coach should state the call that is being reviewed and the reasons for the request. Referee 1 will then explain what the call was and why it was made. The Head Referee, Table, (RAC or BOD Member) and Technical Commissioner will discuss the request. If they determine that the decision review has been requested for a judgment call, they will uphold the original call. If they determine that the rule in question was properly applied by the referees, they will uphold the original call. If they determine that the rule in question was not properly applied by the referees, they will overturn the original call. When a decision is reached, the Head Referee will notify Referee 1 and the coach. If the call has been upheld, play will resume immediately. The coach who requested the review will be charged with a technical foul. If the call has been overturned, play will resume under the conditions that existed when the call was made. Any goals, changes of possession, penalties, etc., that occurred after the call should be nullified. The game clock should be reset to the time when the call took place. The results of the call should be adjusted to reflect the correct application of the rules. Any stoppage in play resulting from a request for clarification, explanation, or decision review will not count for substitutions. If the request is made after a goal, substitutions will not be permitted. If the request is made after any other stoppage, substitutions will be permitted.

Limits

A coach is permitted to request any number of decision reviews. However, if the ruling goes against the coach, a technical foul will be awarded. If a coach has received three such technical fouls *in a tournament*, no further requests will be permitted. Decision reviews that are ruled in favor of the coach do not count against this limit.

If Referee 1 feels a decision review request is frivolous, trivial, or part of a pattern of requests that are immediately declined after the explanation, he or she should warn the Coach that repeated trivial calls may be sanctioned by a technical foul. After such a warning, Referee 1 may sanction the coach with a technical foul for delay of game if the behavior is repeated.

Competition protests

A competition protest involves any event within a competition that does not take place during a game and that does not involve classification. This may include errors in application of these Regulations, errors in procedure or administration, penalties applied under these Regulations, or conduct by officials or organizers which is considered to be unfair or prejudicial to a team.

Intent to protest

To signal an intent to protest, a representative of the protesting team shall notify the Tournament Director. This may be done at any time after the event being protested, but must be done no less than thirty minutes prior to the commencement of the next game involving any team included in the protest.

Protest committee

Upon receipt of an intent to protest, the Tournament Director shall convene a protest committee. The committee will be chaired by the Technical Delegate and will include the Tournament Director, a representative of the USQRA Executive Committee (**RAC, BOD, or designated appointee**), and one representative from a team not involved in the protest. Additional members may be included at the discretion of the Technical Delegate.

Submission of protest

Following notification of the intent to protest, the protesting team has one hour to make a written submission detailing the reasons for the protest. The submission must provide the name of a contact for the team; this may be any member of the team or team staff. The contact shall be responsible for all communications regarding the protest between the team and the protest committee.

The protest submission must be accompanied by a fee of \$50.00.

Investigation

Following the submission of the protest, the protest committee shall investigate. This may include questioning team members, coaches, and officials. All participants in an event are required to cooperate with the protest committee. Failure to do so may result in sanctions under these Regulations.

Final hearing

Following the investigation, the protest committee shall hold a final hearing. The contact for the protesting team and a represent of the other team shall attend. Others may attend at the invitation of the Chair. The protest committee shall call any witnesses required. At the conclusion of the hearing, the protest committee shall present its decision and explain any reasons for the decision. If the decision is in favor of the protest, the protest fee shall be returned to the team. If it is against the protest, the fee shall be delivered to the USQRA.

Adopt the IWRP tie break

Tie breaking

The following system shall be used to resolve ties at all sanctioned events.

Games

All games at sanctioned events shall be played until a winner is declared. Games that are tied at the end of regulation time shall continue through as many overtime periods as are necessary to resolve the tie. This applies to all rounds of play.

Preliminary round

If, at the end of the preliminary round, two or more teams are tied in point totals, the following procedures shall be used, in the order presented, to resolve the tie. As soon as one of these procedures is found to resolve the tie, the subsequent procedures are not to be used.

1. Forfeit
2. Points – tied teams
3. Goal differential – tied teams
4. Most goals – tied teams
5. Goal differential – all games
6. Most goals – all games

If another tie situation arises subsequent to the resolution of an earlier tie, these procedures are to be used again, in order, beginning with the first.

Forfeit

If teams are tied in points at the end of the preliminary round, any tied team which forfeit a game during the preliminary round shall be deemed to have lost the tie.

Points – tied teams

If there is still a tie, the standings shall be determined based on points gained in the games between the tied teams. Points shall be reassigned, as described in Article 2.4.3, for wins and losses in the games between the tied teams. Once the points have been assigned, the tied teams shall be reordered from the highest to the lowest point total.

Goal differential – tied teams

If there is still a tie, the standings will be decided on the basis of the goal differential among the tied teams, during only those games when they played each other. To calculate the goal differential, subtract the total number of goals scored against a team from the total number of goals scored by a team. Once all goal differentials have been calculated, the tied teams are reordered from the highest to lowest differential.

Most goals – tied teams

If there is still a tie, the standings will be decided based on which team scored the most goals in the preliminary round games between the tied teams. Tied teams are reordered from the highest to lowest total number of goals.

Goal differential – all games

If there is still a tie, the standings will be decided on the basis of the goal differential among the tied teams during all preliminary round games. To calculate the goal differential, total the number of goals that a team scored during preliminary round games and subtract the total number of goals scored against that team. The difference is the goal differential. Once all goal differentials have been calculated, the tied teams are reordered from the highest to lowest differential.

Most goals – all games

If there is still a tie, the standings will be decided based on which team scored the most goals during all preliminary round games. Tied teams are reordered from the highest to lowest total number of goals.

Tie-breaking examples

The following table shows the results of preliminary round play among six teams:

A	B	C	D	E	F	W	L	P	PF	PA	DIF
A	24 – 28	30 – 20	31 – 21	28 – 19	40 – 25	4	1	8	153	113	+40
B	28 – 24	25 – 32	28 – 19	35 – 22	28 – 14	4	1	8	144	111	+33
C	20 – 30	32 – 25	25 – 23	27 – 24	33 – 21	4	1	8	137	123	+14
D	21 – 31	19 – 28	23 – 25	30 – 21	29 – 19	2	3	4	122	124	-2
E	19 – 28	22 – 35	24 – 27	21 – 30	25 - 21	1	4	2	111	141	-30
F	25 - 40	14 - 28	21 – 33	19 – 29	21 - 25	0	5	0	100	155	-55

State the reason the proposal should be passed:

To better meet the needs of the game and the association, the adoption of this rule would provide an easier way of managing protest procedures than the current system.